

DO MY BIDDING

A game for 3-5 players by Jeff Warrender

Some of the greatest works of art in history have been...err, "collected", and are being made available in a series of auctions. Because of the...err, "special" nature of this collection, these auctions are highly secretive. To distance yourself from any possible...err, "attention", you have hired an agent to act on your behalf in the auctions. But to your surprise, someone else has hired *you* to act as *their* agent. Sounds like a tricky situation...well, try to make the best of it!

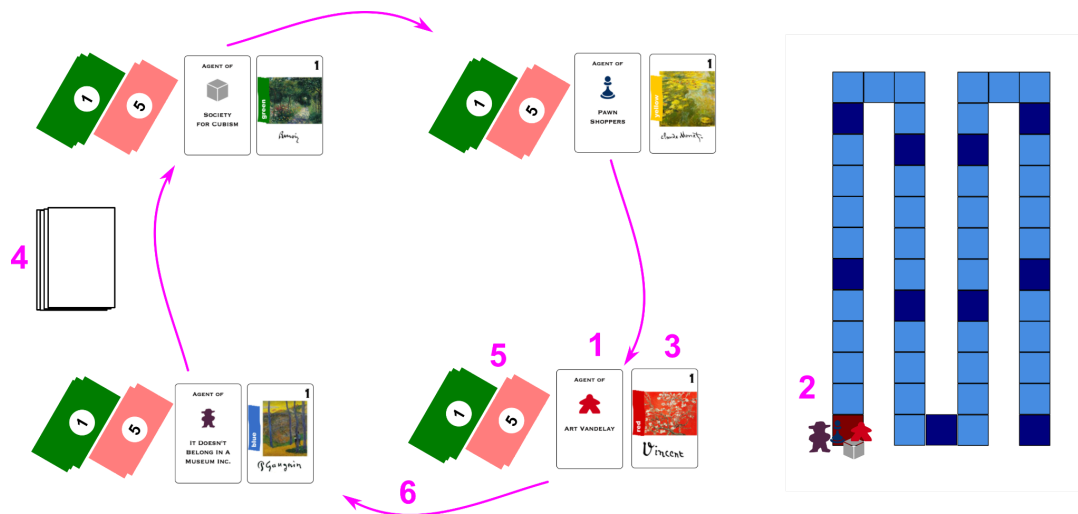
GAME EQUIPMENT

49 art cards
5 agent cards
5 wooden pieces
5 envelopes

1 score track
1 first bidder token
Money (30x\$1, 20x\$5, 5x\$10)

GAME SETUP

1. Each player: select a wooden piece. Take the corresponding *agent card*.
2. Place the score track on the table. Put your wooden piece at "0".
3. Separate the art cards with value 1, shuffle together, and deal one to each player. Place your card in front of you on the table. Return the remaining "1" cards to the box.
4. Shuffle the other art cards to form a deck.
5. Assign one player to act as the banker. Separate the money into piles by denomination. Give each player \$15 and an envelope.
6. If there are {3,4,5} players, pass your agent card to the player {1,1,2} seats to your left.
7. Choose one player at random; give that player the first bidder token.



GAME PLAY

These rules describe the four and five player game. Several small adjustments are made for the three-player game, see below.

The game lasts four rounds. In the first three rounds, you hold the agent card of another player; you are that player's *agent*. That player is your *patron*.

ROUND SETUP

Six lots of art will be auctioned off each round. In this step, you'll set up the cards to build those six lots.

Reveal the top 8 art cards from the deck. Arrange them in a display, in increasing rank from left to right. Group the first and second, and third and fourth, into two 2-card lots, and spread the remaining four cards out to form four 1-card lots.

If there are two or more cards of the same rank, whichever comes off the deck first is placed further to the left in the display.



Example: The display is set up for the first round of auctions.

AUCTIONS

In each round, you are acting on behalf of the player whose agent card you hold. Bid with their money and try to acquire cards for them. The more valuable the art you acquire for them, the more money you'll earn, to pass along to your next agent. But, keep in mind, the person you're working for is your opponent!

The six lots are auctioned off one at a time, from left to right. For each lot, the player with the first bidder token begins, and *must* place a bid (but they may bid zero). Play passes around clockwise, with each player raising the bid or passing until all but one player has passed. You may *not* reenter the auction for that lot once you have passed.

Maximum bid rule: You may raise the bid by any amount, but your bid cannot be higher than \$1 more than the highest bid that any other player still in the auction could potentially bid. In other words, you may *not* overbid just to spend your patron's money.

You are allowed to make suggestions to the person who is acting as your agent, however, they do not have to listen to your suggestions!

The last remaining player wins the lot; they pay their bid to the bank, using the money their patron gave them at the start of the round. If you bid zero and everyone else passed, you win the lot and pay nothing.

Example: Mary has bid \$6, out of an available \$8. Clara has \$13. All other players have passed. Clara bids \$9; she may not bid more than this, because Mary only has \$8. She wins the auction and pays \$9 to the bank.

When you win a lot, give the art card(s) from that lot to your patron.

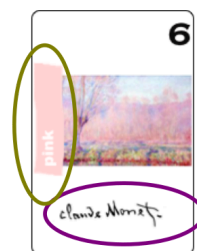
The patron increases their marker on the score track by the value on the card(s). Additionally, they gain one point for each art card they hold from previous auctions that shares an *artist* or *color* with the new card(s). If they received two cards that share an artist or color, they gain 1 additional point.

As the agent, receive money from the bank equal to the amount by which the patron's score increased, and place it in your envelope. *Exception:* In the fourth and final round, you are acting as your own agent. Do NOT collect money when you win a bid.

Note: The envelopes help keep separate YOUR money from the money belonging to your patron that YOU ARE USING.

Finally, the first bidder token passes to the left. The auction for the next lot begins.

Example: Clara acquires, on Georgia's behalf, a "Monet - Pink - 6". Georgia already holds two Monets and one pink painting. Her score increases by $6+2+1 = 9$ points. Clara takes \$9 from the bank and places it in her envelope.



Georgia

ROUND END

After the sixth and final lot has been auctioned off, pass the agent card you hold, along with any of your patron's unspent money, to the player on your *left*.

Then, pass your envelope to the person who holds your agent card. Take the money out of the envelope you receive and add it to any money you received from the player on your right.

Note: in the fourth round, you will be given your own agent card, meaning that you will act as your own agent.

GAME END

The game ends immediately after the fourth round. The player with the most points wins!

3 PLAYER RULES

With three players, the game is modified slightly.

The game lasts *five* rounds instead of four. In rounds 1 and 3, the player *immediately to your left* acts as your agent. In rounds 2 and 4, the player *immediately to your right* acts as your agent. In round 5, you act as your own agent.

Only *seven* art cards are auctioned off each round, in five lots: two 2-card lots and three 1-card lots.

ACKNOWLEDGEMENTS

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